Matajam

! Attention !

This Hero Book contains many secrets that should not be revealed until it is time.

Do not read any of the entries within unless you have been instructed to do so!

When you do read an entry, you may either read the contents aloud to the other players or keep them to yourself.

See "Reading Your Hero Book" on p. 26 of the Rules Reference for instructions on how to use this book.

Matajam's vision

You see your spirit animal, a nalam, as you sometimes do when dreaming. It flicks its tongue and speaks, "You must approach the light."

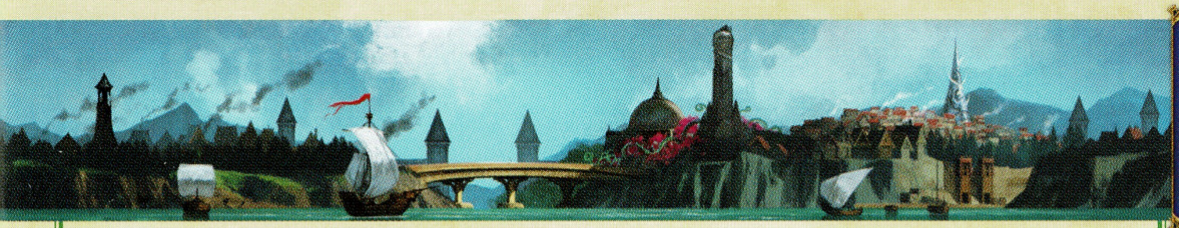
The light speaks. "You are bound to the forest. Clacker Jungle, where you once lived and which you then cut down for timber, all to benefit the Amethyst Order. But are you to be the savior of the forest or the harbinger of its destruction?"

The light is very bright, but you still see your nalam, looking at you mysteriously.

"In either case, you need the Heart Wheel," the light says. "You must find the device inside water. Hidden inside Cadfael Fortress in Runedale is a way to reach it. You must find it and then make up your mind. But above all, you must now become a Keeper of the Breach."

The light dwindles and you are left in your dream with the nalam. No, you are not dreaming anymore. The nalam is not just a spirit, it is a real live animal which is climbing onto your shoulder.

Gain Item card 135 "Nalam ★☆☆".



Level 1 • Applying For A Job

You arrive in Runedale with your nalam with the purpose of saving the forest back home from the fungal infestation. All you have to do is find the Heart Wheel inside water, and bring it to the middle of the infested area. And hopefully not die in the process.

Aiun told you Runedale's Cadfael Fortress hides a way to access the Heart Wheel.

Cadfael Fortress is the Amethyst Order headquarters in Runedale, a magnificent building mixing ancient and modern architecture. You enter the fortress with your nalam, hoping to get a job.

Having worked for the Order before as a forestry foreman, you are used to offices filled with people in gray and purple robes. Ophira butterflies fill the air, flying all over Runedale with important letters. A couple of armed Order members guard the lobby, making sure no one tries anything funny.

You manage to get an audience with Runedale Manager Otava Shamiel, a wrinkled Nighteye with an immaculate robe and a monocle. The only thing cramping her style is a very ugly copper bracelet.

"Madam Shamiel," you say, "I am glad to make your acquaintance."

"Mmm," she says. "We don't see many of you forest lizards here in the city."

This got off to a bad start. "I'm sure that is true, but I have worked for the Amethyst Order for many years."

"In a loincloth?"

"I was hoping to get new robes when I am employed."

"If you are employed," Otava Shamiel smirks. She must be enjoying this. "I'll be honest with you. We are looking for urban types, who understand commerce. Not tribesmen who clack their castanets and climb in trees and eat their children."

"I know. I am not like that."

"Oh, really? And yet you walk into a job interview with your pet lizard."

This is probably not a good time to explain that the nalam is your totem guide. You must make the Regional Manager believe that you are not a barbarian.

Choose one:

A: Spend 2 ✪ » *Buy some fashionable clothes and shoes.* » 01

B: *Try to convince her.* » 31

C: *Abandon the nalam for a while.* » 16

City Activities · Level 1

✪ » **Once per City step** » *Work overtime at the archive.* » 10

✪ » **Once only** » *Search the Amethyst Archive for information.* » 30

Level 2 • Teleporter Training

You take stone tablets or giant parchments, copy them on paper, stamp them, and file them. You look for papers filed by someone else, dozens of years before, to prove who owns which piece of land and where. You write letters, tie them to ophira butterflies, and send them off.

The atmosphere in the Cadfael Fortress is mildly annoying, with haughty nihteegri making jokes about the jungle, or you eating your children, or having four hands, or playing clackers, or rolling in mud, or doing drugs, or a million other stereotypes they have about pattangans.

Sometimes, you try to be amused by their jokes, other times you explain that you are not like that. But the jokes continue.

The good part about working in the archives is that you can look for clues about the Heart Wheel. It looks like it might be hidden in the Breach!

Then, one day, Regional Manager Shamiel calls you to her office.

"Mr. Matajam," she says. "You have proven yourself to be an adequate filing clerk. But we feel your talents could be better suited for a different kind of job."

Oh totems, is she going to fire you?

"The Cadfael Fortress holds the only working teleporter in Runedale. We have a job for you which involves magically moving you to another location to take care of something. I would do it myself, but this cursed bracelet is weighing me down. Do you feel up to the task?"

Yes! The teleporter! This is what you have been waiting for!

"I do."

The next day, the Manager takes you to the top floor of Cadfael Fortress, a place you have never before been given access to. An ignisaur guard looks carefully at your credentials and at Madam Shamiel's license to teleport. He unlocks a door which leads to an ascending staircase.

You climb onto the roof of the fortress to witness the roof terrace overlooking the city. There is a white pillar on each of the four corners and, in the center, a large circular platform made of white stone. You can hear a hum in the air; maybe it is the wind or maybe it is this device of the Ancients.

"How does it work?"

"You just go stand on the big white disk in the middle and it sends you to another teleporter. Or briefly to any place."

"How do I tell it?"

"It works psionically. You just have to think about it. Obviously, it can't send you to a place you do not know."

"Oh. That's why you need me."

"Clever tree lizard! Yes and no. We're sending you to the Moving City. We need you to make sure the pattangan herbs are of good quality."

You follow her directions and go stand on the platform. Meanwhile, she goes to each of the pillars and places an agura crystal there. As she does so, the hum becomes louder and the pillars start crackling with turquoise light. You realize it reminds you of the White House of the Ancients you saw back home.

You think about your destination and the lightning descends, forming a turquoise wall all around you. Then it disappears and everything goes silent. You realize you are on the back of a huge lizard.

It is a gunbanjar and on its great scaly back is a teleporter, much like the one in Cadfael Fortress. The great beast walks steadily onward in a large pack of other gunbanjars, on the backs of which are houses, the homes of the gunbanjar clan. You have been here only once before.

"Bright day to you and your spirit," speaks a strange pattangan in a loincloth and a wreath of flowers, his dorsal fins painted blue.

Another pattangan behind him clacks his castanets and says, "Welcome to Ban'Daryan Hebath. You address the Travel Prince."

You tell them you are on Amethyst Order business and are taken to a house on the back of another gunbanjar to see the Merchant Princess, her fins and face painted orange.

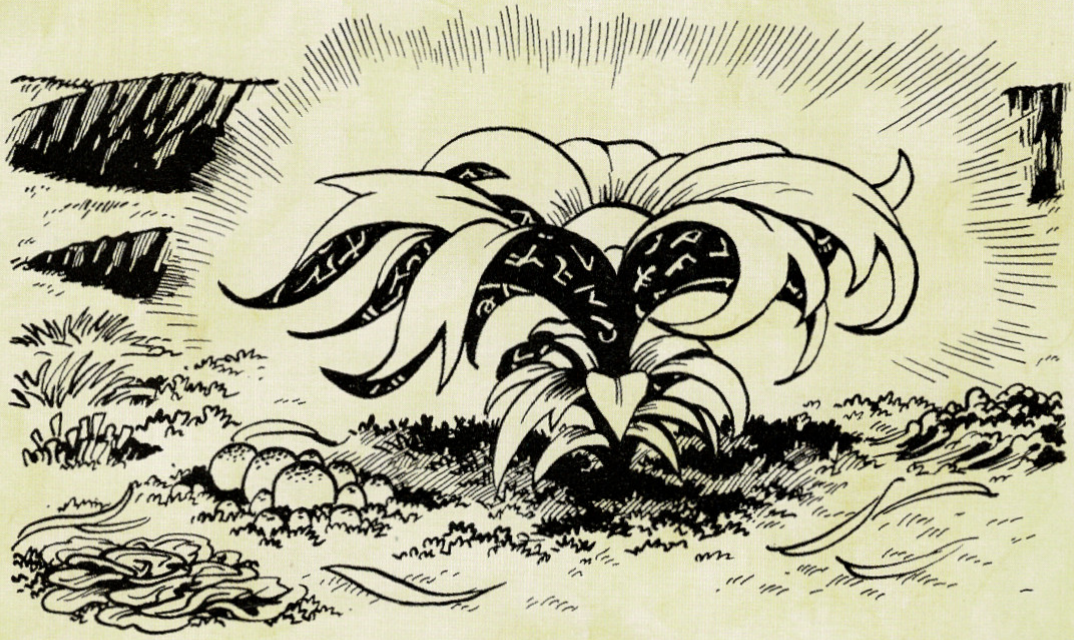
The Merchant Princess shows you crates of magical herbs they have collected in the Mutelands. You examine her wares, and notice some of the plants have rotted. "That is a very astute observation, for these herbs go bad very quickly," she says, "but the Amethyst Order was supposed to pick them up two days ago when they were still perfectly fine. And had they remained unused in the Order's warehouses, they would have gone to rot just the same. Perhaps you might do a fellow pattangan a small favor? Tell your employers my herbs are just fine, and I will make it worth your while. What do you say?"

Choose one:

A: *Accept the bribe. Blood is stronger than gold.* » 33

B: *Pretend you did not hear her, and refuse to pay for the rotten herbs.* » 18

C: *Refuse the bribe and report the Merchant Princess to the Amethyst Order as a swindler.* » 04



City Activities · Level 2

» **Once per City step** » **Discard** » *Explore your consciousness.* » 09

» **Once only** » *Meet with the pattangans in Runedale.* » 28

» **Once only** » *Get to know Cadfael Fortress's runemaster.* » 36

Level 3 • The Glass Ceiling

You have been promoted to Expert in Charge of Pattangan Affairs. However, you still cannot use the teleporter without official authorization. Yet, you need it to find the Heart Wheel and to take it to the forest.

"The teleporter is not for private joyrides," your nihteegri boss Otava Shamiel tells you. "I am sure you would like to put on your loincloth and teleport to some jungle to climb trees and eat bugs, but this is a place of business. Can't you act a little more like a businessman, and a little less like a..."

"A pattangan?" you ask, pointedly.

She is not stupid enough to try and save the situation. She just looks at you in silence until you leave.

There are some in Cadfael Fortress who do have license to teleport. She is one of them, as is Hemet One-Flame as well as some other managers and experts.

You fear there is no chance a pattangan could rise any higher in this company. Maybe in Copperton, but not in Runedale. Perhaps this is as sweet as the honey wine is going to get.

Yet, you cannot forget your vision. You must teleport to find the Heart Wheel. But how?

Eventually, you accept that there is no official way to get a license to teleport, which is why you must come up with something more creative.

Choose one:

A: ^ with the Amethyst Order » *Use your influence with the Amethyst Order.* **» 15**

B: Spend 5 ✪ » *Bribe Otava Shamiel.* **» 23**

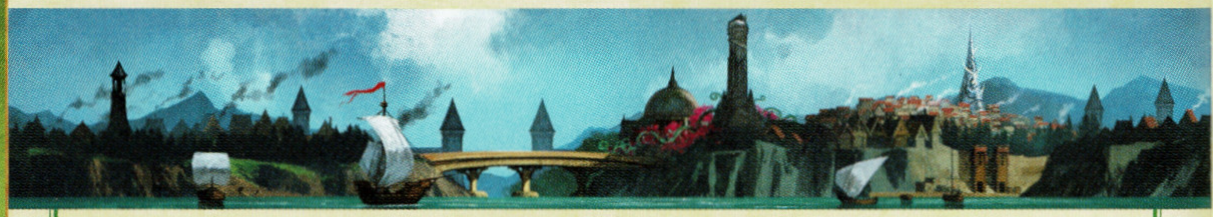
C: *Offer to help Otava Shamiel by taking the cursed bracelet from her wrist.* **» 02**

City Activities · Level 3

» **Once per City step** » **Discard** » *Explore your consciousness.* » 09

» **Once only** » *Celebrate the Dream Festival with the pattangans in Runedale.* » 25

» **Once only** » **"Feeble Bracelet" in your Hero Journal** » *Try to remove the cursed bracelet.* » 05

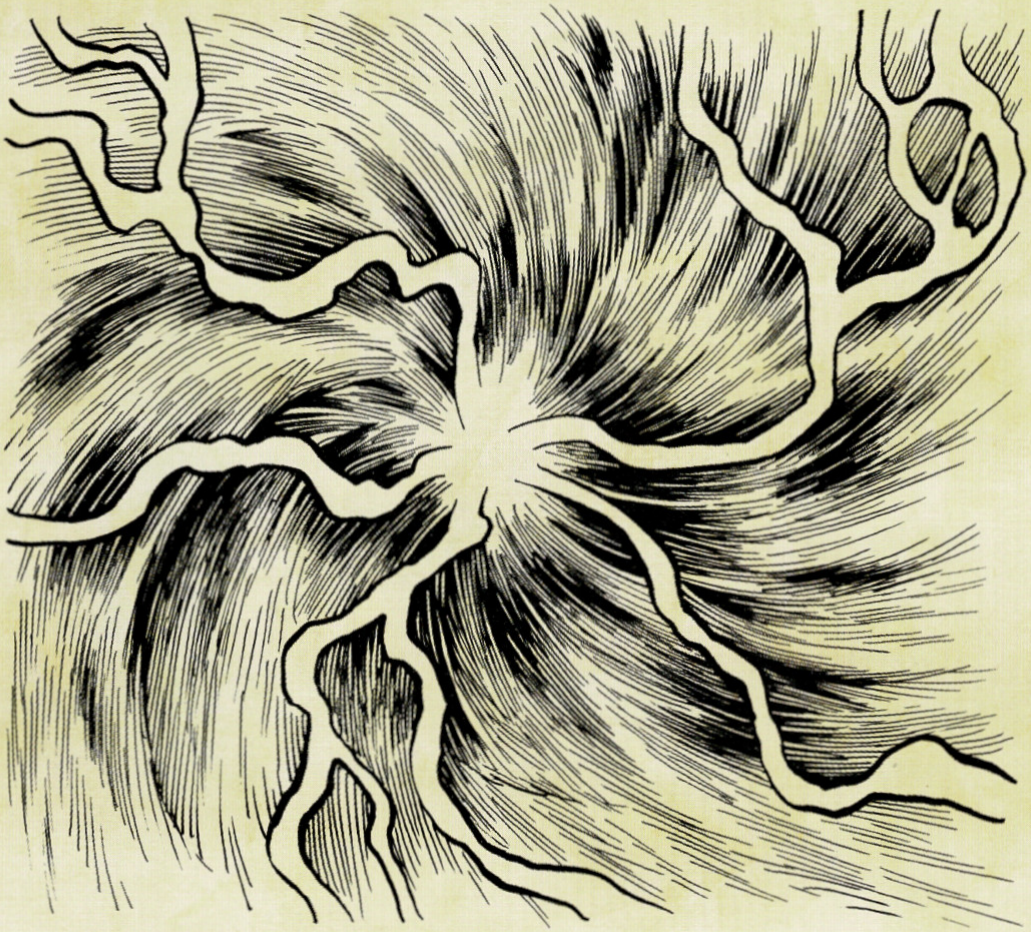


Level 4 • The Heart Wheel

Sometimes when you dream, you hear the nalam speak. "You have eaten a voidbloom," it says. "You have met yourself. Now you must find the Heart Wheel inside water to cleanse the forest."

And that is what you have been trying to do ever since you left home for Ambergate and then Runedale.

After many days of laborious searching in the Amethyst Archives, you have finally discovered a book that tells you the Heart Wheel is hidden in the alien dimension of the Breach by a batrachian people now believed extinct. Near its location they had an ominous fortress called the Void Tower which held a teleporter.



You have been to the Breach, but not this part. Fortunately, the coordinates you found for the Void Tower are enough for you to teleport there.

When the lights of the teleporter die down, you find yourself and your nalam deep under water. The Void Tower is nothing but a ruin, its builders nowhere to be seen and the teleporter more or less the only remnant still working. The devices of the ancients have a way of repairing themselves.

The water must be in the Breach, since the light is coming from all around you and the gravity is all wrong. You cannot breathe and must somehow find some air!

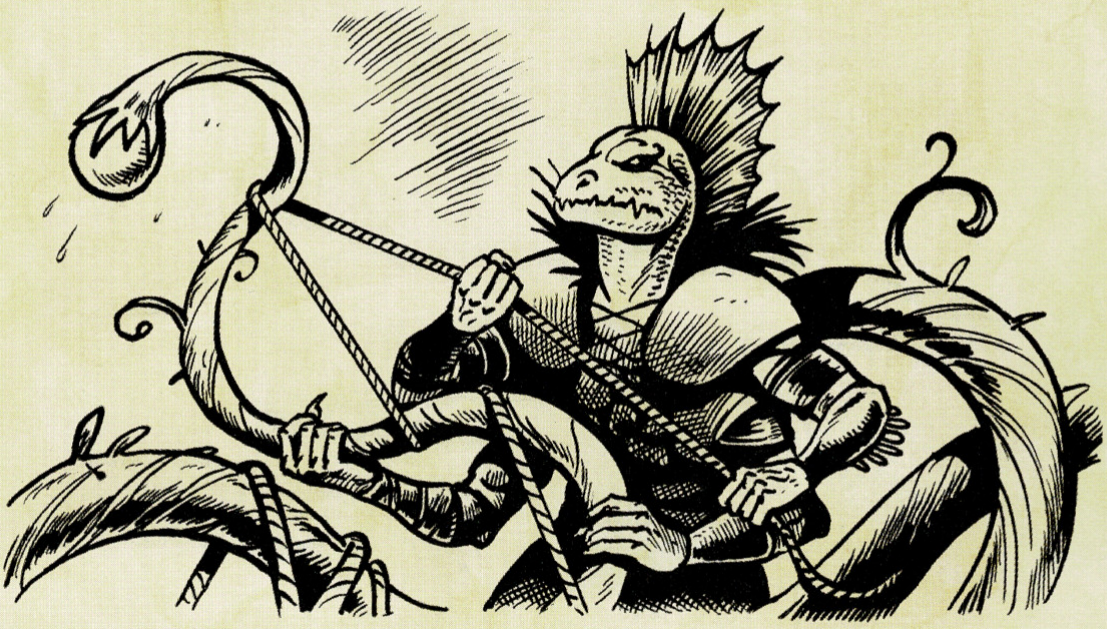
5 +2 **(if you have "Breach Knowledge" in your Hero Journal +1)**
SUCCESS » 07 | FAIL » 21

City Activities · Level 4

» Once at this level » *Teleport to the jungle.* **» 22**

» Once per City step » *Visit the Amethyst Order's runemaster to ask for a rune.* **» 06**

» Once only » *Do some extra work for the Amethyst Order.* **» 13**

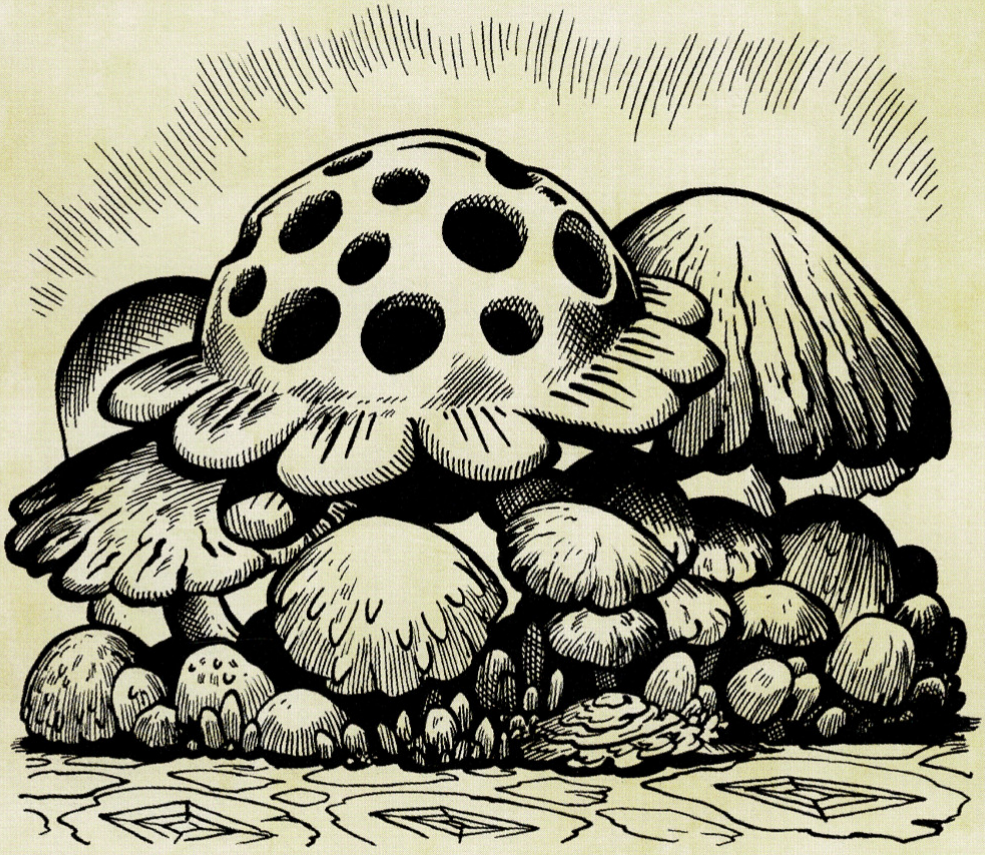


Level 5 • Back Home With The Family

Since you have the License to Teleport, you have a chance to go home to save the forest and visit your family for the first time since you left them on your quest.

You are a little nervous. Will the children remember you? Will Rajen be angry with you? Will it be awkward, seeing them again? But also, will you be able to save the forest?

The nalam and you teleport to a nearly forgotten teleporter in a cave near the city and take a kambu'kek drawn carriage to Clacker Jungle. Your old job was to cut down the rainforest because the Amethyst Order needed timber. Much like the forest of your childhood had been cut down. But in Clacker Jungle is where you were first contacted by your nalam and the other spirits, bidding you to save the forest.



You ride the carriage as far as it can go, and then get off. You have to chop off vines and branches to get anywhere in the jungle, but eventually you reach the sea of aox fungi which plagues the forest. It has spread wider than before. You brave the sea of fungi and the larger mushrooms and walk through the vines, noticing that you are becoming much more at ease with the forest now, much like when you were younger. Finally, you see the White House of the Ancients, which you now know to be a portal which demons use to enter the forest from the Breach. And on top of the large white cube, a levitating wooden sphere.

"Hello again," you say to the sphere. "I have come to cleanse the forest."

"You must reverse the direction of the device," the sphere replies with your mouth.

"I have found the Heart Wheel inside water."

"Place it inside."

You peer inside the White House of the Ancients and sure enough, by the portal is an opening in which the Heart Wheel fits perfectly. The portal flashes with white light, then changes color, and it feels as if it is drawing in air. But not a leaf is moving.

"Can you feel it?" asks the sphere. "Can you feel it sucking aox out of the forest?"

You stop and reach out with your magical senses. Yes, you can feel it. The forest is being cleansed with great speed, something that every creature can sense.

The nalam looks at you, a beaming smile on its face.

You spend the night in the cleansed forest and then return to your carriage in the morning, driving home.

At first, it is a little weird. Some of the children are eager for your attention, others turn their backs on you, resenting your absence. Rajen is distant at first, but in the evening, you have a long talk over some honey wine.

You tell her about the new developments at work, about how you managed to find the Heart Wheel in the Breach, and how you cleared Fever Jungle of the fungus. How you found the Orbs of Power and visited the long-lost city of Lok Torr.

"You've had quite the adventure."

"Yeah," you say sheepishly.

"How does it feel? Do you feel like a young man again? A hunter-gatherer? A shaman?"

"Sometimes. Other times I just feel too old for this."

She smiles, quizzically, and takes a sip from her glass.

"Now the Amethyst Order wants to resume forestry operations here and make me the manager."

"Coming back home?"

"No, I would mostly stay in Runedale, but I could teleport home all the time."

"But I thought you left on this whole journey to save the forest, not destroy it." She is right, but this could be a big break for you at work. You have no answer for her.

"I notice you're still not wearing your necklace of Bitajin."

"It's frowned upon in Runedale. You have to look like one of them."

"You do," she says, not entirely happy.

The next day, you take the kids to Fever Jungle, showing them how to use spear and bow, how to track prey and to recognize plants. It is a wonderful day and you wonder why you have never done it before.

You feast on insects and petal juice and honey, knowing the next morning you will have to leave.

You hug your family. When the kids are asleep, you and Rajen make love.

You sleep the sound sleep of a man at peace.

Choose one:

A: *Refuse the promotion and save the jungle.* » 27

B: *Accept the promotion and destroy the jungle.* » 14

City Activities • Level 5

» **Once per City step** » **Discard** » *Explore your consciousness.* » 09

» **Once at this level** » *Teleport to the jungle.* » 22

» **Once per City step** » *Visit the Amethyst Order's runemaster to ask for a rune.* **(ignore ^ with House Pennark requirement)** » 06

Story Entries

01 Shopping For Fashion

There are several tailors selling fine robes for nihteegri, but none for pattangans. Eventually you find a seller of used clothes who has something suitable for you.

You return to Otava Shamiel dressed sharply.

» 20

02 The Feeble Bracelet

You ask about Otava Shamiel's bracelet, which she has often lamented.

"The stars shone not upon me that night," she says. "The bracelet is cursed to make its wearer feeble. It can only be removed if someone takes it willingly."

According to Amethyst Order rumors, Hemet One-Flame once wore it and made Otava Shamiel Regional Manager when she offered to take it.

You agree to take the bracelet.

Gain an Injury card.
Write "Feeble Bracelet:" and then the name of the Injury card in your Hero Journal. This Injury card cannot be removed as long as you have "Feeble Bracelet" in your Hero Journal.
» 15

03 The Coral Reef

You and the nalam float by the coral reef, careful not to touch the gently moving polyps or their calcified exoskeletons which form the structure of the reef.

Inside, you can see something white and circular, but it is surrounded by polyps, starfish, and spiky underwater things you do not know the name for. The extravagantly colored maritime beings seek prey with their antennae, and you are acutely aware their sting might be poisonous.

To get the Heart Wheel, you would need to stick one of your hands inside the reef and pull it out before the sea creatures manage to sting you.

7 +2 ◇ (if you have "Breach Knowledge" in your Hero Journal +1 ◇)
SUCCESS » 32 | FAIL » 26

04 Untouchable

You tell the Shaman Princess you will never let yourself be bribed and that even suggesting it is an insult. You pay her only for her good herbs and report her to Otava Shamiel as you deliver the cargo.

Gain an Achievement gem.
» 24

05 Removing the Feeble Bracelet

There are plenty of people with magical powers in Runedale, but for some reason none of them have been able or willing to help Otava Shamiel or Hemet One-Flame with the bracelet. Hopefully, they will help you!

Choose one:

A: You or another Hero has the Enchanting profession » *Try to remove it yourselves.* » 11

B: with the Council of Eight » *Ask the Council of Eight if they can remove it.* » 34

C: Spend 10 » *Pay someone else to take the bracelet.* » 19

06 The Runemaster

You pay a visit to Xaclax, the Amethyst Order's runemaster. He agrees to make you a rune without charging the usual price.

If you have "Friend of Xaclax" in your Hero Journal, gain any 1 Rune Item card sold at Cadfael Fortress's Runesmith service for free.

You may buy 1 Rune Item card sold at Cadfael Fortress's Runesmith service for half price (rounded down).

07 Swimming in the Breach

Deftly paddling with your four arms, you swim to an air bubble which exists inside the body of water.

» 29

08 Otava Shamiel Remains Unconvinced

"Aye, that is very interesting," says Otava Shamiel, "and still you arrive at a job interview in a loincloth."

Choose one:

A: Spend 3 » *Buy some fashionable clothes and shoes.* » **01**

B: *Abandon the nalam for a while.* » **16**

09 Altered States of Mind

"Eat a voidbloom to meet yourself," your nalam tells you again.

It usually gives good advice, so you get a quiet room, fill it with incense, and start to create a spiritual atmosphere by playing four clackers simultaneously in a monotonous rhythm.

You start to feel in tune with your liver and then ingest the voidbloom.

You keep playing and soon feel your spirit leave your body and join the nalam in an adventure through space and time.

Roll a Counter die and consult the following table:

(Bitajin amulet +1. A result over 10 counts as a)

0 » *You meet demons of your mind and they almost eat you alive. When you wake up, the wounds are real!*

Suffer 2 damage. Gain .

1-3 » *You float in a realm of nightmares and are still not sure if you have awoken.* **Lose 2 .**

4-7 » *You float into the spirit gardens where you pick pretty flowers and interesting mushrooms. Waking up, you have them in your hands.* **Gain any 2 herb tokens available at the Round Market's Herb Stall service for free.**

8-10 » *You fly into heavenly crystal caves and the nalam gives you a beautiful glowing stone.* **Gain Item card 051 "Prismatic Jewel" and an Achievement gem**

» *You find a spiritual treasury full of spirits and totems who give you wonderful presents.*

Gain . Gain .

10 Overtime

You stay late at the Archive to earn some extra money. It is better than working at the docks.

2 +2
SUCCESS » Gain 3 | FAIL » Gain 2

11 Disenchantment

If another Hero has the Enchanting profession, you must read this section aloud to them.

Disenchanting something as powerful as the Feeble Bracelet is not easy, but one can always try...

The Hero with the Enchanting profession: 5 +2
SUCCESS » 34

12 The World As Will

You concentrate and feel yourself attuned to the spirits in the Breach. You focus on the spirit of the water and let it move you.

» 03

13 Stay In Late

Hemet One-Flame himself has extra work for you and you do not want to turn him down. He wants you to take a look at some papers related to the Gunbanjar clan, something he knows precious little about.

You need to explain to him that yes, their business matters really are dealt with by a person called the Merchant Prince.

4 +2 **(If you have a : +1)**
SUCCESS » Gain 6 | FAIL » Gain 3

14 "Cut It All Down!"

You accept the promotion and the next time you return home it is because of work. You lead the operations to cut down Clacker Jungle, all of it.

Your family is not happy, but they will come to terms with the new times. Just as you have.

Gain 10 ✪.
Write "Clacker Jungle Destroyed" in your Hero Journal.

15 License To Teleport

Hemet One-Flame has called together Otava Shamiel and all the key figures of the Amethyst Order's Runedale headquarters. Cakes and wine are served.

"Listen up, everyone," he says. "It is my great privilege to present Mr. Matajam with a license to teleport. Thus, he becomes the first pattangan with this honor! Congratulations, Matajam!"

There is applause. You shake hands with Mr. One-Flame and Madam Shamiel.

Somebody shouts, "You gonna teleport to the jungle?" Everybody laughs.

"Gotta climb a tree and eat some bugs," you say with a smile, as if that was funny. You catch Ta'dongam's weary eyes in the crowd. You make the claw sign for sorry.

Now you have everything. You just need to find out where the Heart Wheel is and teleport there. The forest is almost saved!

16 Shoo the Nalam Off

The nalam looks at you with tears in its saucer-sized eyes as you explain how it has to go away for a while. It tries to follow you and you have to harshly tell it to stay behind. It whimpers sadly as you walk away.

You feel your spirit energy draining as it finally skulks away. You know you will have to make it up to it later.

Gain .
» 20

17 Return With The Heart Wheel

As you swim back to the teleporter with the Heart Wheel, you feel your connection with your nalam strengthened. The nalam itself seems stronger and faster after visiting the Breach, as if it has grown up. It turns to look at you while you swim.

"You have eaten a voidbloom," you hear it say. "You have met yourself. You have found the Heart Wheel inside water. Next, you must cleanse the forest."

You teleport back to Cadfael Fortress, exhausted after your trip to the Breach. But it was not for naught. You hold the Heart Wheel! The jungle will be cleansed!

Replace Item card 135 "Nalam ★☆☆" with Item card 136 "Nalam ★★☆". Gain an Inspiration gem.

18 "I Did Not Hear That."

You ignore the Merchant Princess's suggestion and tell her you will only buy the good herbs. The rotten ones she can feed to the gunbanjars for all you care. She calls you a totem-breaking child-eater whose liver is full of deceit, but eventually agrees.

You teleport the good herbs back to Runedale.

» 24

19 Pass It Along

Fortunately, there are plenty of poor people in Runedale, and it is not difficult to find someone to take the bracelet, for a price. It is not that different from exhausting oneself with other kinds of labor, after all. A poor nihteegri youth agrees to take the bracelet to feed their parents.

» 34

20 You Get the Job

Regional Manager Otava Shamiel nods and says, "Fine. You start at the Amethyst Archive. You can read, right? Just kidding, but those four hands will come in useful with all the filing."

"I used to be a forestry foreman back in the jungle." Even as the words come out of your snout, you realize they were a poor choice.

"This is not the jungle, Mr. Matajam. I hope I don't have to remind you again."

"You won't. Thank you."

Gain an Achievement gem .

21 Drowning in the Breach

The currents are too strong and this dimension too strange. You struggle and feel like you are drowning. Just as you feel like you can go on no longer, your nalam finally drags you to an air bubble.

» 29

22 Welcome To the Jungle

With your License to Teleport, you are free to visit Fever Jungle as much as you want. What better place to unwind, hunt, and absorb the scents of the rainforest.

Gain an Inspiration gem .

23 The Price of Loyalty

You tell Otava Shamiel she can trust you and you give her some money as a token of your loyalty.

"Aye, Mr. Matajam," she says, now much more respectfully. "I think we have reached an understanding, and perhaps there is a spot for you, after all..."

» 15

24 Promotion

After your successful experience with the teleporter, Otava Shamiel summons you again.

"Congratulations, Mr. Matajam," she says, "you did a fine job, for a tree lizard. Just kidding. I think perhaps your talents have been wasted at the Amethyst Archive. From now on, you will be Expert In Charge of Pattangan Affairs. It is more responsibility, but more compensation as well."

Your party may gain +1 Reputation with the Amethyst Order.

25 Dream Festival

It is a pattangan holy day celebrating the totems and the dreams given by them. You all gather together on a hill outside Runedale, forgetting any clan differences you might have. Fins are painted and clackers are played. You drink honey wine and eat voidbloom and sing and dance while your nalam gallops with the other spirit animals.

You get along fine with the Benemites, but it feels good to be in touch with your own culture for a change.

Gain 1 to use in this City step.

26 Slower Than a Polyp

You reach in with your best hand, but as you grab the Heart Wheel it greets you with a burst of aiun energy. It does not feel unpleasant, but it does take you by surprise.

Before you remember to move away, several of the polyps have stung you, painfully.

4

If you suffer any damage from this check, gain an Injury card..

» 17

27 The Bitajin Necklace

You put on the Bitajin necklace and refuse the promotion.

"You're throwing your life away," Otava Shamiel tells you in disbelief.

You tell her that you are taking it back.

You teleport home as often as you can and help your kids move into Clacker Jungle.

If you do not have , gain one.
Gain an Inspiration gem .
Write "Savior of Clacker Jungle" in your Hero Journal.

28 Meeting Other Pattangans

It is nice to meet fellow pattangans in Runedale, some even from your own Bitajin clan. Communicating with hand signs is much more elegant than speaking the Benemite language.

One of the local pattangans is a herbalist who gives you a free sample as a way of welcoming you to the city.

Gain a .

29 The Air Bubble

You rest in the air bubble, sitting on the carcass of an enormous Breach caterpillar. Strange objects float in the water, some foreign, others such as you have seen in Agemonia. There are fish, too, both common to Benem's waterways and strange maritime beings molded by aox that look like bad voidbloom visions.

Then your nalam jumps back into the water, unaffected by the currents and not needing to breathe, and swims determinedly towards a coral reef. The colorful reef floats in the water, unattached to anything, but reaching in every direction with its fingers.

From inside it, you can sense something radiating with the spirit of aiun.

It must be the Heart Wheel! But how can you get to the reef without exhausting yourself again?

Then you remember! In the Breach, you do not move with the power of your body but with that of your mind. You must force the Heart Wheel to you!

5 +2 (if you have "Breach Knowledge" in your Hero Journal +2)
SUCCESS » 12 | FAIL » 35

30 Browse the Amethyst Archive

You go through old scrolls and dusty records in the Amethyst Archive, looking for information on the Heart Wheel. Instead, you come across an old text written by the Keepers of the Breach, describing the Breach dimension, a shadow of Agemonia where time and space lose their meaning.

Write "Breach Knowledge" in your Hero Journal.

31 Convincing Otava Shamiel

You explain your work history to Otava Shamiel.

3 +2
SUCCESS » 20 | FAIL » 08

32 Faster Than a Polyp

You reach in with your best hand, grab the Heart Wheel, and then pull your hand out, all within the blink of an eye. Not that the polyps have eyes.

Only when you have withdrawn your hand do you realize the Heart Wheel pulses pleasantly with incredibly powerful aiun energy.

» 17

33 Bribed

You pay the Merchant Princess handsomely for the rotten herbs and she gives you your cut.

You deliver the goods to the Amethyst Order via the teleporter and tell them the herbs are fine, but should be used soon before they go bad.

If you have , gain 6 ✪.
Otherwise, gain 3 ✪.
» 24

34 Free of the Bracelet

The cursed bracelet slides off your wrist with ease. You feel stronger now, much more like your true self!

Cross out "Feeble Bracelet:" and the name of the Injury card in your Hero Journal.
Discard that Injury card.

35 The Will Is Weak

You try to concentrate on the spirits in the Breach, but they are too cacophonic. You push yourself even harder; you cannot fail! You are not sure who you are anymore, but finally you reach the coral reef.

Suffer 3 ▼ damage.
Discard an Achievement gem .
» 03

36 Xaclax

There is an agurian working at Cadfael Fortress as a runesmith. His name is Xaclax and it seems like he, too, feels what it is like to be an outsider among the nihteegri. His skin is full of sigils, runes, and mosaics, like a living painting.

You spend time with him in his workshop and occasionally have lunch with him, although Xaclax does not eat and only drinks water.

Write "Friend of Xaclax" in your Hero Journal.